CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0428b Feedback

Due to time constraints, this feedback is being kept brief. If you would like a longer discussion of your 3D scene, please contact me and we can find some time for a review.

Outcome *2d* is based on your presence at the April 29 class section on clipping and hidden surface removal, as documented by the picture(s) taken on that day.

Chris Franco   *cf7 / spe861@gmail.com*

Notes while running (high-priority notes are marked with ***): Please refer to 0428a feedback for this; both lighting and interaction were examined during the same runtime session.

Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):

1. Nothing much more to say about interaction—some refinement is called for, but the foundation for that is strong.

2. The only observation I'll make is that your code can use a better design. All those `switches` and conditionals and assignments need a more data-driven approach. Something to talk about when there is more time available.

1c — **+**

2a — **+**

2d — **+**

3a — **+**

3b — **+**

3d — **+**

4a — **+**

4b — **/** …A design refactor of the interaction code may be called for before things get too complex.

4c — **+**

4d — **+**

4e — **+**

4f — **+**